vtech®

Kidizoom Camera™

User's Manual

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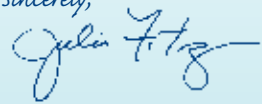
KidiCreative

Dear Parent,

Your child's proudest moments are often a parent's proudest moments. There is nothing more special than the light of a child's eyes when they are proud of something that they create themselves. At VTech®, we know that each child learns in their own unique way, that's why we created KidiCreative™, a line of high-tech creative fun for kids through hands-on electronic play. It's a cool new way to learn music or explore art and photography.

At VTech®, we are proud to provide parents with creative alternatives to traditional play, while developing new and innovative ways for children to learn while having fun. We thank you for trusting VTech® with the important job of helping your child explore a new world of learning!

Sincerely,



Julia Fitzgerald
Vice President, Marketing
Vtech Electronics, NA

To learn more about the **KidiCreative**™ and other VTech® toys, visit www.vtechkids.com

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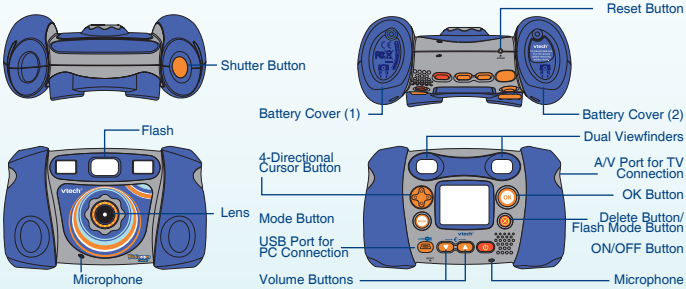
INTRODUCTION

Thank you for purchasing the **VTech® Kidizoom Camera™**!

Kidizoom Camera™ is a sleek and durable digital camera for kids to take photos, edit photos, view photos, record digital video movies and play fun games! **Kidizoom Camera™** also has TV connectability that lets kids view their photos and movies or play games on a TV screen. **Kidizoom Camera™** has 16MB of built-in memory and supports up to a 2GB Secure Digital (SD) memory card (not included) to save even more photos and movies! And it includes a USB port and cable to connect the **Kidizoom Camera™** to your home PC for viewing photos and movies, editing photos, or photo printing.

FEATURES

PRODUCT LAYOUT AND BUTTONS



ON/OFF Button
Press this button to turn the camera **ON** or **OFF**.

Volume Buttons
Press these buttons to adjust the volume.

USB Port
Plug the included USB cable into this USB port to connect to your PC.

Mode Button
Press this button to go to the main menu or to go back to the previous submenu.

4-Directional Cursor Button
Press this button to move the cursor and make selections.

OK Button
Press this button to confirm a choice or action.

Delete Button
Press this button to delete the selected file.

Shutter Button
Press this button to take a photo or start recording a movie.

A/V Port
Plug the included A/V cable into this A/V port to connect to your TV.

Reset Button
Press this button to reset the camera if it stops working properly.

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Note: Pressing the Reset Button will erase all data in the **Kidizoom Camera™** internal memory, but it will not erase any data saved on an SD memory card (not included) if one is being used.

Flash

The autoexposure system of **Kidizoom Camera™** will use the flash when it detects that it is necessary. When the flash is ready to use, a lightning bolt icon will show in the top left corner of the screen in camera mode. Press the Delete Button to switch between the flash modes before taking a picture. The flash modes are Autoflash mode, Flash on and Flash off.

INCLUDED IN THIS PACKAGE

- 1 **VTech® Kidizoom Camera™**
- 2 interchangeable faceplates
- 1 PC installation CD-ROM with additional features in the Photo Editor
- 1 A/V cable
- 1 USB cable
- 1 user's manual
- 1 wrist strap

WARNING: All packing materials such as tape, plastic sheets, wire ties and tags are not part of this toy, and should be discarded for your child's safety.

PRODUCT SPECIFICATIONS

Display: 1.8" TFT color LCD

Picture Resolution:

Photo: 640x480

Movie: 160x120

Focus Range: 1.5 feet - ∞

Flash Range: 3 - 6 feet

Memory:
16MB built-in memory (approximately 12MB free memory for photo/movie storage)

Photos: Store up to 200 photos (photo size = 640x480 resolution in JPEG format)

Movies: Record up to 5 minutes of movies (movie size = 160x120 resolution in Motion JPEG format)

Kidizoom Camera™ supports up to a 2GB Secure Digital (SD) memory card (not included) for memory expansion.

Supported File Formats:
Photo: JPEG (up to 2 Mega pixels at 1632x1224 resolution)

Movie: **Kidizoom Camera™** Motion JPEG

Supported Hardware:
A/V cable for TV connection (included)
USB cable for PC connection (included)
SD memory cards (not included) up to 2GB

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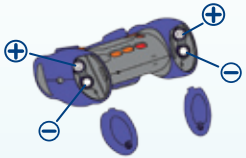
GETTING STARTED

BATTERY INSTALLATION

Note: Adult assembly is required for battery installation. Tools required for battery installation: screwdriver (not included).

- Make sure the camera is turned **OFF**.
- Locate the battery covers on the bottom of the camera. Loosen the screws using a screwdriver and remove the battery covers.
- Install 4 new "AA" batteries (2 on each side) as illustrated below. (The use of new, alkaline batteries is recommended for maximum performance.)



- Replace the battery covers and tighten the screws. Do not over-tighten screws.

Note: If **Kidizoom Camera™** is not working properly after the batteries have been replaced, press the Reset Button and then restart the camera. Pressing the Reset Button will erase all data in the **Kidizoom Camera™** internal memory, but it will not erase any data saved on an SD memory card (not included) if one is being used.

Recommendation:
When the batteries in **Kidizoom Camera™** run out or are taken out for more than a few minutes, the data in the internal memory may be lost. We recommend using an SD memory card (not included) and setting it as the default for saving photos or movies taken by **Kidizoom Camera™**. If an SD memory card (not included) is not used, remember to copy your photos and movies from the camera's internal memory to a PC before the batteries run out or are taken out.

BATTERY NOTICE

- The use of new alkaline batteries is recommended for maximum performance.
- Install batteries correctly observing the polarity (+, -) signs to avoid leakage.
- Do not mix old and new batteries.
- Do not mix batteries of different types: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
- Remove the batteries from the equipment when the unit will not be used for an extended period of time. Please note: To prevent data loss, copy all photos and movies from **Kidizoom Camera™** to a PC before removing batteries.
- Always remove exhausted batteries from the equipment.
- Do not dispose of batteries in fire.
- Do not attempt to recharge ordinary batteries.
- The supply terminals are not to be short-circuited.
- Only batteries of the same and equivalent type as recommended are to be used.

WE DO NOT RECOMMEND THE USE OF RECHARGEABLE BATTERIES.

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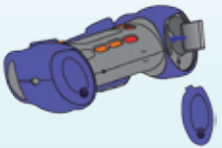
SD MEMORY CARD INSERTION

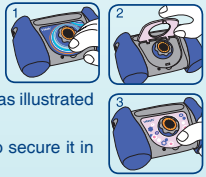
Kidizoom Camera™ supports up to a 2GB Secure Digital (SD) memory card (not included) for memory expansion.

- Make sure the camera is turned **OFF**.
- Open the battery cover on the right side (as you are facing the camera's LCD screen).
- Locate the SD card slot inside.
- Insert the SD card (not included) as illustrated below.



- Replace the battery cover and tighten the screw. Do not over-tighten the screw.

CHANGING THE FACEPLATE



1. Gently lift up the lower part of faceplate and remove the faceplate from the **Kidizoom Camera™**.
2. Insert the new faceplate by placing the hooks into the holes as illustrated on the right.
3. Press the lower part of the faceplate against the camera to secure it in place.

TO BEGIN USING KIDIZOOM CAMERA™

- Press the ON/OFF Button to turn on the camera. After turning on, **Kidizoom Camera™** will go directly into camera mode and you can start taking photos.
- To switch to other activities, press the Mode Button to go to the Main Menu. From the Main Menu, you can select the following activities: Camera, Movies, Photo Workshop, Games and System Settings.

Main Menu

- To increase or decrease the volume, press the up or down Volume Buttons.
- To connect to a TV or PC, follow the instructions in **Connecting to a TV** or **Connecting to a PC** below.
- Press the ON/OFF Button again to turn the unit off.

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BATTERY STATUS

When the screen shows a Low Battery icon, we recommend to backup all data in the internal memory of **Kidizoom Camera™** by uploading all data to a PC and then change batteries.

When the unit shows the No Batteries icon, the unit will not work properly. New batteries should be inserted before use.

Note: To avoid data lost in the internal memory of **Kidizoom Camera™**, backup the data or change the batteries when it shows the Low Battery icon. When changing batteries, insert the new batteries within a few minutes of taking out the old batteries.

We recommend that you backup the data in the internal memory of the **Kidizoom Camera™** regularly to avoid data lost, and suggest that you use a SD memory card (not included) for storage, if possible.

AUTOMATIC SHUT-OFF

To preserve battery life, **Kidizoom Camera™** will automatically turn off after 1 - 2 minutes without input. The camera can be turned on again by pressing the ON/OFF Button.

CONNECTING TO A TV

NOTE: Before you connect the **Kidizoom Camera™** to a TV, make sure that the unit is working properly by turning on the camera. Once you have turned the unit **ON**, the LCD will light up and go into camera mode. If the LCD does not light up, check to see that the batteries are correctly installed.

Connect your **Kidizoom Camera™** to a TV or monitor using the included A/V cable. Insert the A/V cable into the A/V port on your **Kidizoom Camera™**. Insert the colored plugs on the A/V cable into the matching color video and audio input ports on your TV set.

CONNECTING TO A VCR

If there are no video IN or audio IN ports on your TV set, you can connect **Kidizoom Camera™** to a VCR.

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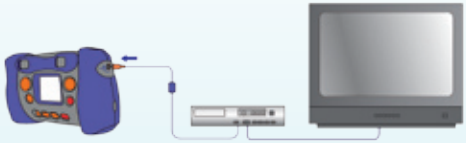
- Insert the A/V cable into the A/V port on your **Kidizoom Camera™**.
- Connect the yellow plug on the A/V cable to the yellow video input port on your VCR.
- Connect the white plug on the A/V cable to the white audio input port on your VCR.



Note: If the A/V cable is plugged into **Kidizoom Camera™** while a game is already in progress on the LCD screen, the game will quit and exit to the main menu. Also, if the A/V cable is unplugged while a game is in progress on the TV screen, the game will quit and exit to the main menu.

CONNECTING TO A PC

You can connect **Kidizoom Camera™** to a PC using the included USB cable. Once connected, you can upload and download files to **Kidizoom Camera™** by accessing your camera as a removable storage device. When **Kidizoom Camera™** is connected to the PC, a new drive called "VTech 773" will appear on the PC. If there is also an SD memory card (not included) inserted into the camera when it is connected, two new drives will appear. One will be the "VTech 773" drive and the other will be a removable disk drive for the SD memory card.

- Locate the USB port on the back of your camera and slide the door open.
- Insert the USB cable (smaller end) into the USB port on the camera.
- Insert the larger end of the USB cable into a USB port on the computer. A USB port is usually marked with this symbol .

To avoid data corruption, before uploading data to the PC or downloading data to the camera make sure that your **Kidizoom Camera™** does not have low battery levels.

MINIMUM SYSTEM REQUIREMENTS FOR PC CONNECTION:

Windows® 2000 SP3+/ XP

Compatible with Apple® Computer (Mac OS® X 10.0 or above) in mass storage mode; photo editing program not compatible with Mac OS®.

Note: Once the camera is connected to the PC, turn **ON** your **Kidizoom Camera™** to enable the connection between it and the PC. Do not disconnect the camera or computer while files are uploading or downloading. After you have finished, turn off the camera to save power.

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ACTIVITIES

1.CAMERA

- In Camera mode, the user can either look through the viewfinders or look at the LCD screen to see the photo subject.
- While holding the camera steady, press the Shutter Button on the top of the camera or press the OK Button on the back of the camera to take a picture.
- When **Kidizoom Camera™** is first turned ON, it will be in Autoflash mode. To change your flash settings, press the Delete Button to switch between the flash modes.

Warning: Turn off the autoflash when taking a close photo of a person's face to avoid eye damage.

Note: If the batteries are too weak, the autoflash feature may not be available and it will show this icon .

- Choose a photo frame or stamp graphic before taking a picture to add it to the photo. To choose a frame or stamp, press the Left or Right arrows on the 4-Directional Cursor Button to scroll through the options. Then take a photo as usual and that frame or stamp will be part of the photo.
- To view the photos you've taken, press the Up or Down arrows on the 4-Directional Cursor Button once to enter the Photo Album. Then press the Up or Down arrows again to view the previous or next picture stored in the album.
- While in the Photo Album, press the Delete Button to delete the photo that is currently shown on the LCD screen.
- To exit the Photo Album and return to Camera mode, press the Shutter Button once.
- Photos taken by **Kidizoom Camera™** will be saved in the PHOTO folder in the internal memory or on the SD memory card (not included) if one is inserted into the camera.

Note: If you want to view other photos (resolution not larger than 1632 x1224) downloaded from the PC onto your **Kidizoom Camera™**, make sure they have been downloaded to the root directory of the **Kidizoom Camera™** or the root directory of the SD card (not included), otherwise you may not be able to view them.

2.MOVIES

- In Movies mode, you can take digital video movies with **Kidizoom Camera™**. Press the Shutter Button at the top of the camera or the OK Button on the back of the camera to start or to stop movie recording.
- To watch the movies you've taken, press the Up or Down arrows on the 4-Directional Cursor Button once to enter the Movie Album. Next, press the Up or Down arrows again to choose the movie that you want to watch, and then press the OK Button to start the movie.
- While in the Movie Album, press the Delete Button to delete the movie that is currently shown on the LCD screen.
- To exit the Movie Album and return to Movies mode, press the Shutter Button once.
- Movies taken by **Kidizoom Camera™** will be saved in the MOVIE folder in the internal memory or on the SD memory card (not included) if one is inserted into the camera.

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3.PHOTO WORKSHOP

In Photo Workshop, you can edit a photo or record voice and add it to a photo.

3.1) PHOTO EDITOR

In Photo Editor, the user can add photo frames, stamps, and cool distortion effects to a photo or animate the photo. Press the Left or Right arrows on the 4-Directional Cursor Button and press the OK button to choose a picture. Press the Up or Down arrows again to choose one of the below functions, then press the OK Button to begin.

A. **Photo Frame Icon** : Choose this icon to select a photo frame to add to your photo. Press the Left or Right arrows on the 4-Directional Cursor Button to choose a frame, and then press the OK Button to confirm your selection.

B. **Stamp Icon** : Choose this icon to select a stamp to add to your photo. Press the Left or Right arrows on the 4-Directional Cursor Button to choose a stamp. Then press the up or down arrow keys to enlarge or shrink the size of the stamp, and press the OK Button to confirm your selection. Then press the arrows on the 4-Directional Cursor Button to move the stamp to where you want to apply it, and then press the OK Button to add the stamp to the photo.

C. **Distortion Icon** : Choose this icon to select a distortion effect to add to your photo. Press the Left or Right arrows on the 4-Directional Cursor Button to choose an effect, and then press the OK Button to confirm your selection. Press the arrows on the 4-Directional Cursor Button to move the distortion effect to where you want to apply it, and then press the OK Button to add it to the photo.

Note: Generating a distortion effect on your camera may take more than 1 minute.

D. **Animation Icon** : Choose this icon to select an animation effect to add to your photo. Press the Left or Right arrows on the 4-Directional Cursor Button to choose an animation effect, and then press the OK Button to confirm your selection and to view the animated picture. Please note that the animation effects cannot be saved.

E. **Undo Icon** : Choose this icon to undo the last editing operation.

F. **Save As Icon** : Choose this icon to save the photo that you just edited.

Note: The process of saving an edited photo with a distortion effect may take more than 1 minute. All edited photos will be saved at 640x480 resolution.

3.2) VOICE PHOTO

In Voice Photo, you can record up to 10 seconds of voice to add to a photo. To start, press the Left or Right arrows on the 4-Directional Cursor Button to select a photo. If a photo already has recorded voice added, it will have a speaker displayed on it. Press the Left and Right arrows again to select between the Record, Play or Delete Voice icons.

A. **Record icon** : Choose this icon to start recording your voice. Choose it again to stop recording. You can record up to 10 seconds of voice for each photo.

B. **Play icon** : Choose this icon to play or stop the recorded voice for a photo.

C. **Delete Voice icon** : Choose this icon to delete the recorded voice for a photo.

Note: The recorded voice for Voice Photos can only be heard while the photos are saved in the **Kidizoom Camera**™ internal memory or on an SD memory card (not included) if one is inserted. Voice Photos cannot be transferred to and played on a PC.

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4.GAMES

Three games are built into **Kidizoom Camera™**. Press the Left or Right arrows on the 4-Directional Cursor Button to choose a game, and then press the OK Button to start playing the selected game.

A. TIC TAC TOE

You and the computer take turns placing playing pieces on the 3x3 Tic Tac Toe grid. You can press the arrows on the 4-Directional Cursor Button to move your piece on the grid, and then press the OK Button to place it. The first player to get 3 pieces in a row vertically, horizontally or diagonally wins the game!

B. ROTATION PUZZLE

Challenge yourself by unscrambling this photo puzzle! First you will see the complete picture, and then it will be broken into 4 or 9 square pieces. Each piece will rotate randomly. To restore the picture, use the arrows on the 4-Directional Cursor Button to select a piece, and press the OK Button to rotate the piece back to its original position. When all of the pieces have been restored and form the complete picture, you win! You can also make your own puzzle by pressing the shutter button to switch to the camera mode. Press the shutter button again and the photo that has just been taken will become the puzzle.

C. MATCHING PAIRS

Test your memory with this matching game. There will be 3 or 4 pairs of objects hiding behind the windows. You can open two windows at a time. Press the arrows on the 4-Directional Cursor Button to select a window, and then press the OK Button to open it. If the objects behind two open windows don't match, the windows will close and you can try again. When all the matching pairs are found, you win!

5.MEMORY MANAGER

You can see the memory status of the camera's internal memory and SD memory card (not included) if one is inserted into **Kidizoom Camera™**. Press the Up and Down arrow keys on the 4-Directional Cursor Button to select either the internal memory in **Kidizoom Camera™** or the SD memory card (not included) if one is inserted into the camera. Press the OK Button, and it will show "Set Default" or "Format" options for the selected memory. "Set Default" will set the selected memory as the default memory for saving photos and movies taken by **Kidizoom Camera™**. The selected default location will display this indicator. "Format" will erase all data and format the selected memory.

6.ENLARGE YOUR PICTURE TO 2.0 MEGA PIXELS FOR BETTER PRINTING

To enlarge a photo for better quality printing, you can use the interpolation feature in the **VTech®** Photo Editor. This feature will enlarge your photo from 0.3 Mega Pixels to 2.0 Mega Pixels. Please refer to the Help section in the **VTech®** Photo Editor for details.

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7.CD-ROM

The included CD-ROM contains the **VTech®** Photo Editor program. If you choose to install this Photo Editor on your PC, you can add additional fun photo frames and stamps to your photos, as well as add distortion and animation effects. The **VTech®** Photo Editor can also be used to enlarge photos to 2.0 Mega Pixels for better printing. Please see the Read Me and Help sections of the **VTech®** Photo Editor for more details and user instructions.

MINIMUM HARDWARE REQUIREMENTS OF CD-ROM INSTALLATION

- Pentium® 4, 1 GHz or above
- 1024 x 768 24-bit Graphics Card
- Microsoft® Windows® 2000, XP Windows Vista® Operating System
- Compatible with Apple® Computer (Mac OS® X 10.0 or above) in mass storage mode; photo editing program not compatible with Mac OS®.

CARE & MAINTENANCE

1. Keep the camera clean by wiping it with a slightly damp cloth.
2. Keep the camera out of direct sunlight and away from any direct heat source.
3. Remove the batteries when the camera is not in use for an extended period of time. Please note: To prevent data loss, copy all photos and movies from **Kidizoom Camera™** to a PC before removing batteries.
4. Do not drop the camera on a hard surface and do not expose it to moisture or immerse it in water.

WARNING

A very small percentage of the public, due to an existing condition, may experience epileptic seizures or momentary loss of consciousness when viewing certain types of flashing colors or patterns, especially on television.

While **Kidizoom Camera™** does not contribute to any additional risks, we do recommend that parents supervise their children while they play video games. If your child experiences dizziness, altered vision, disorientation, or convulsions, discontinue use immediately and consult your physician.

Please note that focusing on a television screen at close range and handling a **Kidizoom Camera™** as a controller for a prolonged period of time may cause fatigue or discomfort. We recommend that children take a 15 minutes break for every hour of play.

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TROUBLESHOOTING

Go through this section if you experience difficulty in operating **Kidizoom Camera™**.

Problem	Solution
Program stops working	1. Press the Reset Button with a paper clip. If this does not solve the problem, please continue the following steps. 2. Please make sure the camera is **OFF**. 3. Interrupt the power supply by removing the batteries. 4. Let the camera sit for a few minutes without batteries, then replace the batteries and press the Reset Button again. 5. Turn the unit **ON**. The unit should now be ready to play again. 6. If the unit still does not work, replace the batteries with an entire set of new batteries.
Image taken is not clear	1. Check to see if the camera lens protection window is clean.
Display on **Kidizoom Camera™** LCD does not turn on	1. Make sure there are 4 “AA” batteries in the camera. Hold the **ON/OFF** button to turn it on. 2. Make sure the camera is not connected to a TV with the A/V cable. 3. Make sure the camera is not in power saving mode. Press the **ON/OFF** button to turn it on.
There is no picture on the TV screen	1. Make sure that there are batteries in the camera and that the TV and VCR (if using) are plugged into power outlets. 2. Make sure that the camera is turned **ON** and the TV and VCR (if using) are turned **ON**. 3. Check the connections on the A/V cable between the camera and the TV (or VCR, if using) and review the appropriate connection procedure in this manual. 4. Make sure that all cable plugs are securely inserted into the appropriate ports. 5. Make sure that the TV is tuned to the appropriate input channel.
No sound on TV	1. Check if the TV volume is turned off or muted. 2. Try to increase the volume by pressing the “up” Volume Button. 3. Check the audio and video connections between the camera and the TV or VCR (if using). 4. Make sure that the TV is tuned to the appropriate input channel.

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Picture is rolling or has bars or lines on TV	1. Try to adjust the vertical or horizontal hold controls (if available) on your TV.
Cannot save files	1. Check the memory status of both the internal **Kidizoom Camera™** memory and the SD memory card (not included) if one is inserted into the camera. 2. Check your memory default setting (see procedure in the **Memory Manager** section above). If it is set to use an SD memory card (not included), check to make sure that the SD memory card is not write-protected.
The TV picture is black and white	1. Non-matching color system Make sure that the TV is set to the correct TV system (e.g. NTSC or Auto). 2. Cable connection problem Make sure that the video cable is firmly connected to the video input of the TV.
There is a picture on the TV, but no sound	1. TV setting Raise the volume of the TV, and make sure it is not set to "Mute." 2. Cable connection problem Make sure that the white and/or red plug is firmly connected to the audio input of the TV.

If you have a problem that cannot be solved by using this manual, we encourage you to visit us online or contact our Customer Services Department with any problems and/or suggestions that you might have. A support representative will be happy to assist you.

Before requesting support, please be ready to provide or include the information below:

- The name of your product or model number (the model number is typically located on the back or bottom of your product).
- The specific problem you are experiencing.
- The actions you took right before the problem occurred.

Internet: www.vtechkids.com

Phone: 1-800-521-2010 in the U.S., or 1-877-352-8697 in Canada.

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Company: VTech® Electronics North America, L.L.C.

Address: 1155 West Dundee Road, Suite 130, Arlington Heights, IL, 60004 USA

Phone: 1-800-521-2010 in the U.S.,or 1-877-352-8697 in Canada.

IMPORTANT NOTE:

Creating and developing **Preschool Learning™** products is accompanied by a responsibility that we at **VTech®** take very seriously. We make every effort to ensure the accuracy of the information which forms the value of our products. However, errors sometimes can occur. It is important for you to know that we stand behind our products and encourage you to call our Consumer Services Department at 1-800-521-2010 in the U.S., or 1-877-352-8697 in Canada with any problems and/or suggestions that you might have. A service representative will be happy to help you.

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Note:

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna
- Increase the separation between the equipment and receiver
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected
- Consult the dealer or an experienced radio/TV technician for help

Caution: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

THIS CLASS B DIGITAL APPARATUS COMPLIES WITH CANADIAN ICES-003.

CET APPAREIL NUMÉRIQUE DE LA CLASSE B EST CONFORME À LA NORME NMB-003 DU CANADA.

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KIDIZOOM CAMERA™ FREQUENTLY ASKED QUESTIONS

Question 1:
What types of memory cards does the **Kidizoom Camera**™ support?

Answer:
The **Kidizoom Camera**™ works best with SD cards (versions 1.0 and 1.1) 2GB and lower (mini and micro SD cards could likewise be compatible, but only with a physical adapter). It can also support MMC cards earlier than version 4.0. Unfortunately, it does not support memory cards with very high rates of data transmission. This includes the latest generation MMC's and any SDHC cards.

Question 2:
Why won't the movies I took on the **Kidizoom Camera**™ play back on my computer?

Answer:
There may be a problem with your computer's display card. Contact the display card manufacturer to see if there is an updated version of the display driver you can install.

Question 3:
I have bought a Vtech **Kidizoom Camera**™, but it will not work with my PC; my PC is looking for a driver. I have searched the Internet and cannot find a **VTech**® camera driver. What can I do?

Answer:
There is no separate driver needed for the **Kidizoom Camera**™. It uses a standard USB mass storage device driver. Such a driver comes standard on all Windows® operating systems starting with Windows® 2000 Service Pack 3 (including Windows® XP and Vista) and Mac OS® 9.0 or above. If your computer meets these OS requirements and is still looking for a driver, please contact your PC manufacturer for further assistance. For earlier operating systems that do not support mass storage, a system upgrade or mass storage device driver may be available. Again, please check with your PC manufacturer.

Question 4:
The pictures I take aren't matching what I see when I look through the viewfinder. The actual captured image covers a greater area than what the viewfinder shows.

Answer:
The actual image and digital saved image may vary due to the refraction of light through the viewfinder lens. Light bends through the lenses at different angles based on a variety of factors including the distance between the lens and your eyes, the angle at which you are viewing the lenses, and even the distance between your eyes. Generally speaking, when the lenses are placed close to the eyes the way they are intended to be, light will refract through the lenses in such a way that it focuses in a tighter and closer area, making the image and the viewing area appear smaller than what is digitally captured.

Question 5:
What is the ISO value (light sensitivity) of the **Kidizoom Camera**™?

Answer:
The **Kidizoom Camera**™ uses an auto-ISO value. It auto adjusts the exposure time and light sensitivity depending on the lighting environment.

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Question 6:

What is the maximum picture resolution of the **Kidizoom Camera**™? The user's manual states that it has 2.0 Mega Pixels interpolated resolution. What does this mean?

Answer:

The maximum camera resolution of the **Kidizoom Camera**™ is 640x480 pixels. However, once you have downloaded the photos to your PC, you can use the Photo Editor program to increase the resolution to 2.0 Mega Pixels. Click the "Save As" icon and choose the 2.0 interpolated Mega Pixels setting. The program will re-map the 0.3 Mega Pixels original image to a 2.0 Mega Pixels digital image file. Though this can increase the picture quality, it will also increase the processing time and file size. Please refer to the Photo Editor's help function for further information.

Question 7:

I can't install the **Kidizoom Camera**™ software on Windows® XP and get a message saying "check if you have permission to install the software."

Answer:

It sounds like your user account lacks the administrative rights to install external software. Please check with your computer's administrator to fix the problem.

Question 8:

Can the date stamp be changed on the pictures?

Answer:

The pictures taken by the **Kidizoom Camera**™ do not have any time and date stamp written to its file. This is added by Windows when you upload the pictures on your computer, and it can only be changed through the use of third party software.

Question 9:

My camera turns on then immediately shuts off.

Answer:

Please make sure you are using new batteries. If there is no bad contact due to dirt on the contact spring/plate or deformation of the contact spring or plate, the power should be able to turn on. If the problem persists after normal battery installation, then you might have a defective unit.

Question 10:

Why are my pictures sometimes grainy and fuzzy? Is there anything I can do to improve the picture quality?

Answer:

In a poorly lit environment, the frame rate (shutter speed) drops to allow for a longer exposure time. The downside of this is that any movement in the frame, or of the hand holding the camera, can result in greater blur. Furthermore, the camera sensor will soften the edges in low light to counteract the darkness by reducing the image noise. This too can sometimes result in a blurred picture. Try to improve the lighting to get better results.

The sensitivity of the photo sensor in low lighting conditions and the vulnerability of the image to hand shake have been improved in the most recent models of the **Kidizoom Camera**™.

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Question 11:
Can external videos be placed on an SD card and viewed on the camera? I'd like to load a movie or two into the camera for my child to view on car trips.

Answer:
Our "DV Album" application supports only standard motion jpeg video files. In order to view outside video clips, you would first have to convert the file to this format.

Question 12:
Can you delete a group of pictures at one time, or do they have to be deleted one at a time on the camera?

Answer:
If you connect the **Kidizoom Camera™** to your PC and access it as an external drive (labeled VTech 773), you can select multiple pictures to delete at any one time.

Question 13:
If you accidentally delete the pictures by reformatting, is there any way to get them back?

Answer:
Unfortunately, if you delete the pictures by formatting the internal storage or SD Card memory, there's no way to retrieve it. There is third party software that can help recover "deleted" data from storage, but we do not recommend using this.

Question 14:
Will changing batteries erase the unit's internal memory?

Answer:
Battery replacement under normal operation as detailed in the user's manual should not cause data corruption or data loss in either the built-in memory or an SD Card. In order to avoid memory loss, be sure to turn off the unit before removing the battery doors, and replace the batteries within ten minutes of losing power.

Question 15:
Why do some of my close-up pictures look bleached out?

Answer:
Using the flash at too close of a range can result in too much light reflecting off the image surface. Our recommended flash light range is 3 - 6 feet. Try moving back to take the picture, or change the flash setting to off. You can change the flash settings in camera mode by pressing the delete button. Please see the Flash section above on page 2 for more details.

Question 16:
When connecting the camera to the USB port, I get the message "USB device not recognized, one of the USB devices attached to this computer has malfunctioned and Windows® does not recognize it." I am running Windows® XP.

Answer:
This is most likely a hardware or OS issue. A number of consumers have reported this problem with their computers not recognizing mass storage devices of all kinds. Please contact your PC manufacturer for support.

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Question 17:

I am trying to download my pictures to my PC. I connected per the instructions (connecting the USB cable to the camera and PC), and the new driver VTech 773 appears. However, no pictures are automatically downloading. Is there something I need to do at start up to get the pictures downloaded and saved?

Answer:

The picture download operation does not start by itself. After you have connected the USB cable to your PC and the drive VTech 773 appears ready, you can open the drive, look under the folder "PHOTO", and you should find the images you captured with the **Kidizoom Camera™**. Moreover, if you wish to upload images that are not taken by the **Kidizoom Camera™** to be viewed on the camera, you can do so by moving the JPEG image files into the folder "DOWNLOAD/PHOTO."

Question 18:

Since I also have a third party photo editing software installed on my computer, the pictures automatically download into My Pictures and I cannot figure out how to get them into the **Kidizoom Camera™** program for editing. How do I access the **Kidizoom Camera™** Photo Editor program?

Answer:

To open & run the program go to:

Start -> All Programs -> VTech Kidizoom -> Photo Editor -> Vtech Photo Editor.

You can also refer to the help document on your PC. It has a detailed tutorial on how to operate Photo Editor with different effects.

Start -> All Programs -> VTech Kidizoom -> Photo Editor -> Help.

To open an image file, click on the Open Folder icon in the top left corner. This will bring up a standard Windows dialog box that you can use to locate the image file you want to edit.

The icon is located at the top left corner. Click on it, and it will have a standard Windows file open dialog box. All you need to do is locate the image file you wish to edit with the Photo Editor.

Question 19:

When I try to take pictures outdoors, the screen just shows white as if the camera is getting too much light. Is there any way to fix this?

Answer:

Please check your flash setting to make sure that you don't have the camera on forced flash mode (indicated by the lightning bolt with the plus sign in the upper right corner). Using this setting in strong lighting conditions would result in a picture with too much light.

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